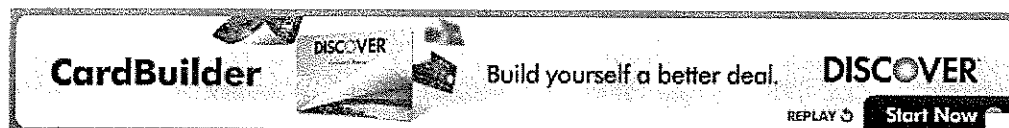Sony Refuses PS3-Linux Reimbursment | PlayStation LifeStyle

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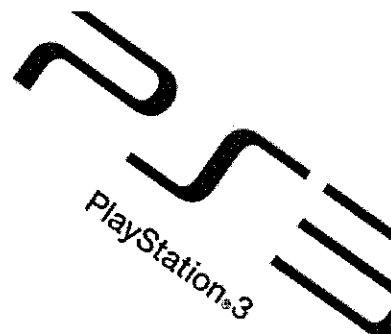
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PS3-Linux Reimbursment

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Gamers around the world are still furious over Sony's recent decision to remove the popular "OtherOS" feature from their PlayStation 3's. This feature allowed gamers to install Linux and other popular Operation System's onto their PS3. Once an important selling point early in the console's life, Sony entirely removed the feature in the slimmed down 120GB PS3, which released last September. However, the option was still available to all of the earlier models of the PlayStation 3's–the "Fat" models. Sony made the decision to remove the feature, from all models, when noted iPhone jailbreaker known as Geohot "100% hacked the PS3". Obviously, this worried Sony, as they would not allow their behemoth vulnerable to hacking, which would lead down the road to open piracy. So earlier this month, they removed the feature from all versions of the console, via firmware 3.21. Gamers who did not want to download the mandatory update would not be able to play the newest version of Blu-Rays or connect to the PlayStation Network. With this incident, many gamers are crying foul play and are demanding reimbursement for their console. Unfortunately, it seems like Sony won't be playing that game.

A Sony representative commented on Amazon UK's recent decision to partially refund the price of a PlayStation 3, after the disgruntled owner

amazon

cited broken European consumer protection law--most notable, the Sales of   Goods Act. However, a recent comment from PR head honcho David Wilson cemented Sony's position, saying that Sony *will not* reimburse retailers who offer refunds to gamers who are upset over the Linux removal.

"We do understand the frustration a small number of consumers may feel at SCE's decision to provide an upgrade to the firmware to disable the Linux operating system but we refute any suggestion that this action is in any way a contravention of the terms of Sale of Goods Act."

Wilson continued, calling the PS3 "first and foremost a games console".

"The PS3 is first and foremost a games console and our marketing materials for the console reflect this. The console packaging and the in-box manual for the console do not refer to the use of Linux on the console. Rather, the console packaging states that the product's design and specifications are subject to change without notice and that the system software within the console is subject to a limited licence between SCE and the consumer, and this licence permits SCE to update the system software and services offered from time to time."

Certainly, this will just add more fuel to the fire. The argument of gamers worldwide is that Sony advertised and talked about the OtherOS feature.

Removing a feature they advertised breaks many of the consumer protection laws, worldwide. Many people are furious over Sony's decision, and are seriously considering banding together, in a class action lawsuit. And they do have some ground to go on. Before the PlayStation 3 launched in November of 2006, Ken Kutaragi, then-President of SCE, praised the PS3, for being more than a computer.

"Speaking about the PS3, we never said we will release a game console. It is radically different from the previous PlayStation. It is clearly a computer."

And let's not forget about the "Open Platform" webpage, that clearly boasts the console's ability to run a completely new Operating System. Or the GDC 2007 interview with Kai Staats, Co-Founder and CEO of Terra Soft Solutions, who explicitly states that Sony contracted his company to design a version of YellowDogLinux to run on the PlayStation 3.

However, Sony is not backing down. They cite that the same Sales of Goods Act gamers are using to their defense, can also be used to aid themselves.

"The provision in the Sale of Goods Act which requires an item to be fit for a purpose made known by the consumer to the retailer prior to purchase and confirmed by the retailer applies only to the contract between the retailer and the consumer. The decision by Amazon to give a consumer a partial refund is clearly between Amazon and the consumer, but we do not expect the decision to have a legal basis and we have no plans to compensate retailers."

It will be interesting to see, over the coming months, whether a lawsuit is filed. Until then, we will all just have to hope Sony will *add* features to the PlayStation 3, not *remove* them. Did you ever use the "OtherOS" feature? If so, are you still using it? Did you update? Post your responses in the comments section below.

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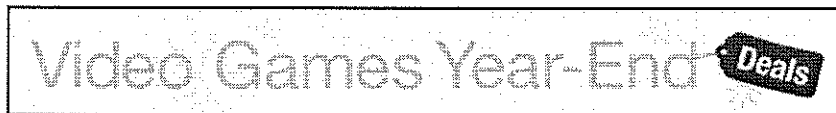
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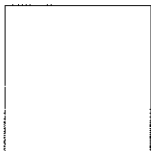
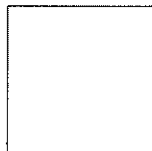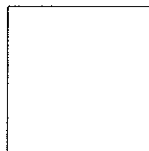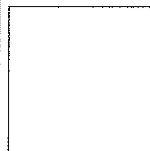|				
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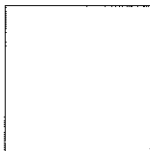
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The Open Platform feature is not available on CECH-2000 series or later models of the PS3™ system.

On PS3™ system models sold earlier than the CECH-2000 series models, the Open Platform feature will not be available if the system software is updated to version 3.21 or later.

Installing the boot loader and the Linux operating system

Installation of the Linux operating system on a PS3™ system varies depending on the Linux distribution. This page provides an example of how to install the boot loader and how to begin the Linux installation on the PS3™ system. For additional installation instructions, you must contact the Linux distributor or community that provided your Linux operating system.

Step 1: Obtain the boot loader

The Linux distribution you have selected may include a boot loader on a DVD. If not, you will need to obtain a boot loader from a Linux distribution website.

Currently there are two kinds of boot loaders: "kboot" and "petitboot". If the file name of the boot loader that you downloaded is "kboot-20080609.bld" or something similar to this name, you must rename it "otheros.bld" (all lowercase characters) so that it will be recognized by the PS3™ system.

Step 2: Prepare the storage or disc media that contains the boot loader

Use a PC to create a folder named "PS3" (all uppercase characters) on the storage or disc media. Next, create a folder named "otheros" (all lowercase characters) within the "PS3" folder.

Save the boot loader file as "otheros.bld" (all lowercase characters) in the "otheros" folder. The storage media can be either a USB flash drive or a CD/DVD. If you are using USB storage media, it must be formatted as a FAT file system. When the storage media is inserted in or connected to a PC that is running Windows, the file name for the folder in the media root directory should be "PS3\otheros\otheros.bld".

If you are using a PC that is running Mac OS X or Linux, the folder should be named "PS3otheros/otheros.bld". The boot loader will not be recognized if the folder names and file names are not exactly as specified above.

Step 3: Install the boot loader on the PS3™ system

Insert the USB storage media containing the boot loader in the USB connector on the PS3™ system. If the boot loader is saved on CD or DVD media, insert the disc in the PS3™ system's disc slot. Next, select [Settings] > [System Settings] > [Install Other OS] from the XMB™ menu.The system will search for the boot loader on the storage or disc media.

Follow the on-screen instructions to complete the installation. If the error message "No applicable installer was found" is displayed, check the folder names and file names in the storage or disc media.

Step 4: Set the PS3™ system to boot from the boot loader

Select [Other OS] in [Settings] > [System Settings] > [Default System] from the XMB™ menu, and then restart the PS3™ system. The system will start using the installed boot loader.

Step 5: Install the Linux operating system

Insert a bootable installation disc for the Linux operating system in the PS3™ system. The initial steps to install Linux may vary depending on the Linux distribution.

For example, for Fedora 10, you will need to type "linux noselinux video=720p" from the command line of the boot loader. Other Linux operating systems may only require pressing the Enter key. If both "linux32"and "linux64" appear on the installation menu, select "linux64" because the PS3™ system can execute only a 64-bit Linux kernel. For additional information on installing Linux, refer to the instructions provided with the distribution, or refer to the website for the associated community.

The Open Platform feature is not available on CECH-2000 series or later models of the PS3™ system.

On PS3™ system models sold earlier than the CECH-2000 series models, the Open Platform feature will not be available if the system software is updated to version 3.21 or later.

Overview of the Open Platform for the PLAYSTATION®3 system

There is more to the PLAYSTATION®3 (PS3™) computer entertainment system than you may have assumed. In addition to playing games, watching movies, listening to music, and viewing photos, you can use the PS3™ system to run the Linux operating system.

By installing the Linux operating system, you can use the PS3™ system not only as an entry-level personal computer with hundreds of familiar applications for home and office use, but also as a complete development environment for the Cell Broadband Engine™ (Cell/B.E.).

There are many flavors of Linux available, which are developed, managed, and distributed by the respective companies and development communities.

As Sony Computer Entertainment Inc. (SCE) does not develop or directly support a version of Linux for the PS3™ system, SCE is pleased to provide links for the following Linux distributions that support the PS3™ system:

    Yellow Dog Linux

    OpenSUSE

    Fedora

    Ubuntu

The respective websites provide instructions for downloading or purchasing the Linux operating system, as well as information about installation and post-installation configuration.

Installation of the Linux operating system requires that the PS3™ system's internal hard disk be formatted. Important data should be backed up before proceeding with the installation. Even after the hard disk is formatted, the system software of the PS3™ system will not be deleted, and system features such as starting games will remain available after formatting the disk. (Note, however, that data that is saved on the hard disk will be deleted.)

Note that SCE does not provide any support for the installation and the use of Linux operating systems on a PS3™ system. For technical support, you must contact the Linux distributor or community that provided your Linux operating system.

> To use the Linux operating system, you must update the PS3™ system software to version 1.60 or later.

Open Platform for PLAYSTATION®3

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Can I install different Operating Systems (OS) or system software on the PlayStation®3 computer entertainment system?

Answer ID: 469 Product: PS3™ system-Hardware

The PlayStation 3 provides an option for third-party system software to be installed on the PS3™ system instead of the system software provided by Sony Computer Entertainment Inc. Such third-party system software is referred to as an "Other OS".

For more information regarding using Other OS on the PlayStation 3, visit **Open Platform for PlayStation®3**.

On April 1, 2010, Sony Computer Entertainment has released PlayStation 3 system software 3.21. In this system software, it will delete the "Install other OS" feature that was available on the PlayStation 3 prior to the current slimmer models, launched in September 2009. This feature enabled users to install an operating system, but due to security concerns, this feature will be removed through system software 3.21.

Notice for customers who are using another operating system
Before performing the system software update, follow the steps below:
Back up data from the other operating system
If you install the system software update, you will not be able to use the hard disk partitions used by the other operating system. The data saved in these partitions cannot be restored after the system software has been updated. Back up all data to storage media before updating the system software.
Using the hard disk partition for the PS3™ system software
If you want to allocate all of the hard disk for use by the PS3™ system software, you must format the hard disk. In this case, follow the steps below:

Back up data

Back up the necessary data by selecting 📁 (Settings) > ⚙ (System Settings) > [Backup Utility]. For details about the backup utility feature, **click here** .

Format the hard disk

Format the hard disk by selecting 📁 (Settings) > ⚙ (System Settings) > [Format Utility].

During the format operation, you will be asked to select a hard disk partition. Select [Use All for the PS3™ System].

For details about the format utility feature, **click here** .

Update the system software

Perform the system software update.

Restore the data

Restore the data that was backed up in step 1 by selecting 📁 (Settings) > ⚙ (System Settings) > [Backup Utility].

Notice for customers who want to continue using another operating system
Do not update the system software if you would like to keep using the "Install other OS" feature. although the following features will no longer be available:

The ability to sign in to PlayStation®Network

The ability to use online features that require you to sign in to PlayStation®Network, such as chat.

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The ability to use the online features of PlayStation®3 format software

Playback of PlayStation®3 format software or Blu-ray Disc videos that require PS3™ system software version 3.21 or later

Playback of copyright-protected videos that are stored on a media server (when DTCP-IP is enabled under ▒ (Settings) > °◎ (System Settings) > [Enable DTCP-IP])

Use of new features and improvements that are available on PS3™ system software 3.21 or later

FAQs

Why did you delete the "Other OS" feature?

A. To protect the intellectual property of the content offered on the PS3 system as well as to provide a more secure system for those users who are enjoying games and other entertainment content on the PS3 system, we have decided to delete the feature to address security vulnerabilities of the system. If a user (of a previous model) updates their PS3 system to ver. 3.21, users will no longer be able to use the "Other OS" feature (or access the data used by the other OS) regardless of what other OS is installed in the system. The update is optional and users can continue to use the "Other OS" feature if they do not update their system software. However, if a user chooses not to upgrade their PS3 systems, some of the features will no longer be available.

What will happen to the Linux data and programs stored within the HDD if I update my PS3 system with this update?

A. After you update the system software, you will not be able to use the hard disk partitions used by the other operating system. The data saved in these partitions cannot be restored after the system software has been updated. If you need any data on that partition, make sure to back up all data to storage media before updating the system software.

Also in order to use the hard drive space taken up by the other operating system, you will need to reformat the whole hard drive. Otherwise, that space will not be available for use. Please note, that reformatting your hard drive will erase all data on both the PlayStation 3 operating system as well as the Linux operating system. Be sure to back up data on the PlayStation 3 operating system as well before reformatting the hard drive.

I have updated the system software without deleting the Linux, and the hard disk partition used by the Linux is not deleted. How can I delete them now?

A. Users can delete by formatting the hard disk drive. Users should back up their personal data before formatting.

I was using Linux and now my PS3 needs service. Can I use Linux after it comes back from repair?

A. No, we repair the PS3 system with the latest system software. Users will not be able to use the Linux after the repair.

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Kutaragi: PS3 A 'Computer', Not A Console
by Simon Carless

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June 7, 2006

In remarks made to Japanese website Impress Watch, and translated by consumer website Beyond3D, President and CEO of Sony Computer Entertainment Ken Kutaragi has commented in more detail on the concept that the PlayStation 3 is a computer, rather than a game console.

Kutaragi pointedly commented of the next-gen console, which is due to launch this November at dual price points of $499 and $599 in North America: "We don't say it's a game console (*laugh*) - PlayStation 3 is clearly a computer, unlike the PlayStations [released] so far."

He went on to outline a scenario where many parts of the PS3 were upgradable, much more like a PC, noting: "Since PS3 is a computer, there are no "models" but "configurations"", and continuing (though talking in the theoretical): "I think it's okay to release a [extended PS3] configuration every year". It's clear from the comments that Sony is indicating that it will be possible to upgrade hard drives and perhaps even other components easily.

The Sony CEO gave another example in the interview: "As PS3 is a computer... it also wants to evolve. We'll want to upgrade the HDD size very soon - if new standards appear on the PC, we will want to support them. We may want the [Blu-ray] drive to [have a writable version upgrade]." He then tempered his comments: "Well, BD may not develop like that, though." But extensibility is what Sony is stressing that you get for the price of a PS3, nonetheless.

Kutaragi's comments echo a recent Phil Harrison interview in which he commented: "We believe that the PS3 will be the place where our users play games, watch films, browse the Web, and use other computer functions. The PlayStation 3 is a computer. We do not need the PC." The combined executive comments appear to signify a change in marketing tactics for the company, who may have always had this scenario in mind, but are pushing it much more strongly following a somewhat mixed E3 showing from a PR perspective.

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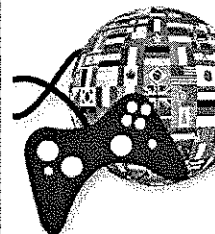
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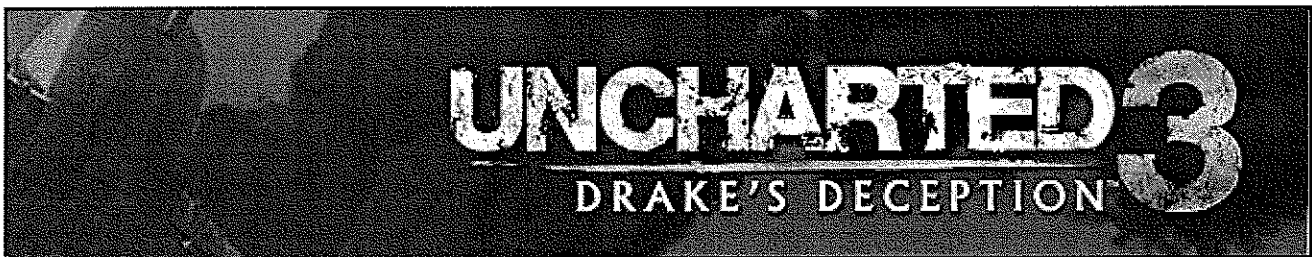
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PS3 Firmware (v3.21) Update

Posted by Patrick Seybold // Sr. Director, Corporate Communications & Social Media

The next system software update for the PlayStation 3 (PS3) system will be released on April 1, 2010 (JST), and will disable the "Install Other OS" feature that was available on the PS3 systems prior to the current slimmer models, launched in September 2009. This feature enabled users to install an operating system, but due to security concerns, Sony Computer Entertainment will remove the functionality through the 3.21 system software update.

In addition, disabling the "Other OS" feature will help ensure that PS3 owners will continue to have access to the broad range of gaming and entertainment content from SCE and its content partners on a more secure system.

Consumers and organizations that currently use the "Other OS" feature can choose not to upgrade their PS3 systems, although the following features will no longer be available;

- Ability to sign in to PlayStation Network and use network features that require signing in to PlayStation Network, such as online features of PS3 games and chat
- Playback of PS3 software titles or Blu-ray Disc videos that require PS3 system software version 3.21 or later
- Playback of copyright-protected videos that are stored on a media server (when DTCP-IP is enabled under Settings)
- Use of new features and improvements that are available on PS3 system software 3.21 or later

For those PS3 users who are currently using the "Other OS" feature but choose to install the system software update, to avoid data loss they first need to back-up any data stored within the hard drive partition used by the "Other OS," as they will not be able to access that data following the update.

Additional information about PS3 firmware updates, including v3.21 (once it becomes available), can be found here:
http://us.playstation.com/support/systemupdates/ps3/index.htm

PS3 owners who have further questions should contact Consumer Services:
http://us.playstation.com/support/ask/
800-345-7669 (800-345-SONY)

Tagged // firmware, ps3

Filed: Firmware, PlayStation 3, PlayStation Hardware

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1501

roajin | March 29th, 2010 at 1:46 pm

On Fri, 2009-08-21 at 09:58 -0700, geoffrey.levand at am.sony.com wrote:
>> The feature of "Install Other OS" was removed from the new
>> "Slim" PS3 model to focus on delivering games and other

>> entertainment content.
>>
>> Please be assured that SCE is committed to continue
>> the support for previously sold models that have the
>> "Install Other OS" feature and that this feature will
>> not be disabled in future firmware releases.

1502

sfortis | March 29th, 2010 at 1:46 pm

very very stupid move. That was one of the reasons i've bought PS3.

Reading the announcement, it sounds like a "punishment".

1503

LegendaryPhoenix | March 29th, 2010 at 1:47 pm

@NeoX360
Bad press? Really? Yeah no I don't think so.

You must know that the stuff that goes on inside the cesspool you call a brain, ARE NOT REAL.

Quite deluded you seem to be.

1504

漢

Nicko011 | March 29th, 2010 at 1:47 pm

If the OtherOS feature is removed from the PS3 system firmware, I will be no longer be updating my firmware and will no longer participate in the online community nor will I purchase any more games or hardware.
I, along with many other users, do not support an update that will remove a feature that has been present since launch.

1505

Thaylin | March 29th, 2010 at 1:47 pm

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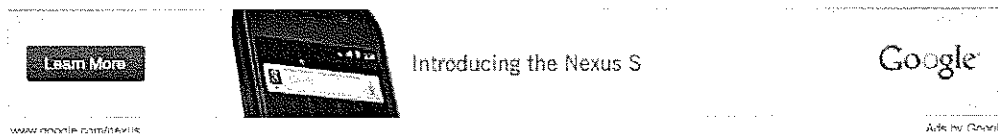
Kutaragi Details PS3 'Computer' Claim

By Edge Staff
June 7, 2006

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Sony Computer Entertainment president and CEO Ken Kutaragi goes into detail about how the PlayStation 3 will be highly configurable, and how it is "clearly a computer."

Translation by Next-Gen.Biz

In an interview on Japan's PC Watch, Kutaragi once again pushed the PS3 as a computer, not a games console.

"Speaking about the PS3, we never said we will release a game console," he said. "It is radically different from the previous PlayStation. It is clearly a computer. Indeed, with a game console, you need to take out any unnecessary elements inside the console in order to decrease its cost. ... This will of course apply to the PS3 as well."

He continued, saying that making a platform highly configurable overrides issues of cost, and even implied that the PS3 will be made to keep up with new PC technology. "However, the PS3 is a computer," Kutaragi said. "Lowering costs is important but more important is its capacity to evolve. I think the HDD will gain in capacity. If a new technology gets into mainstream PCs, the PS3 will have to adopt it as well. Maybe the Blu-ray drive will become writable. Well, maybe not at this point."

Kutaragi went into greater detail about how he feels the PS3 will be a computer. "The HDD is not the only element which gives the PS3 its computer nature. Everything has been planned and designed so it will become a computer. The previous PlayStation had a memory slot as its unique interface. In contrast, the PS3 features PC standard interfaces. Because they are standard, they are open.

"We put up no restrictions. Because it is a computer, it can interact with anything, freely. If someone is familiar with PC building, he or she can upgrade easily PS3's HDD."

At one point in the interview, Kutaragi said that there will eventually be so many options for the PS3, the platforms could theoretically be made build-to-order. He pointed out that this would be a problem for resellers, but added, "as a computer, the PS3 could really be sold via BTO."

All of this configuration and PC talk may worry some consumers who don't exactly admire PC technology's knack for becoming quickly obsolete. Still, Kutaragi personally would like to see similar expansion options on the PS3, despite the drawbacks.

"I think a year from the launch we could indeed extend the configuration of the PS3. Why not!" Kutaragi conceded, "Okay, this is may be joke or a personal opinion. I mean we have no such plan at this very moment. However, companies like Dell or Apple have such programs. In the PC world, specifications rarely last more than two years. You need to update them. I believe the PC is always evolving. I think that the time may come that the 60GB HDD would become too small or the RAM to low. Such issues are numerous."

Kutaragi also commented on the difficulty of programming for such a complex machine, saying that he wants the best of the best to develop on the system.

"It is strange to think that games are more difficult to develop with increasing processor performance. On PC, I don't find anyone complaining about improved clock, memory or HDD. On the computer named PS3, I would like the top guns of programming to express themselves."

The PC Watch interviewer pointed out that middlewares intended to help developers get a handle on the PS3 aren't readily available. To that, Kutaragi said, "The middlewares will be there. But this has good and bad aspects. Making a good game is not all about having the middlewares. Depending on them too much can have some undesirable consequences."

As for the competition, Kutaragi said that he welcomes the significant differences and strengths of all three platforms.

"I think that if this can make the market and the industry more dynamic, why not? If we we're all doing the same thing, the market would transform into a killing arena--that's not really good, in my opinion."

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Harrison: 'We Do Not Need The PC'
by David Jenkins

0 comments   ☝   f Share

June 1, 2006

Phil Harrison, Sony's increasingly high profile president of SCE
Worldwide Studios, has given an interview to German magazine Der
Spiegel, in which he has again discussed the concept of the
PlayStation 3 as a computer, and vigorously denied that the
PlayStation 3's new motion sensing controller was influenced by
Nintendo's Wii console.

Harrison suggested that the use of the Linux operation system, hard
drive and the Cell processor would lessen the importance of the PC as
a home media center. "We believe that the PS3 will be the place
where our users play games, watch films, browse the Web, and use
other computer functions. The PlayStation 3 is a computer. We do not
need the PC," claimed Harrison.

These remarks tie in with previous comments from
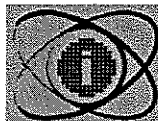Sony executive Izumi Kawanishi, who illuminated
some of his company's PlayStation 3 Linux plans,
indicating that it will be possible for individual
'homebrew' coders to create playable content for
PS3, something actively blocked for Sony's PSP
handheld.

In addition, when the PS3/Wii controller
comparisons were brought up, Harrison is quoted as
saying: "In a certain way, I understand why people
would say such things, but it is stupid, if you'll
forgive me saying so." He continued: "We have
already worked on it a long time, and Nintendo
almost certainly has done likewise with something
similar. It is perfectly naturally for two companies to
work on identical devices. It's like that with
technology."

These latter comments continue a reasonably contentious period leading up to the launch of the
remaining two next-gen consoles - Nintendo UK's David Yarnton previously accused Sony of copying
key concepts from the Wii controller, suggesting: "I'd love to dig up some old Phil Harrison comments
and say 'hang on a second – six months ago when we launched our controller you said one thing, and
now why are you doing this?'".

Yarnton also quipped: "I don't know what [Sony's] decision making process is but I think if you look
back, any innovation that has come in gameplay has come from us", a relatively strong statement from
a representative of the generally understated Nintendo, thus apparently requiring Harrison and Sony to
explain their motivations further.

Related news:
   Hirai: PSN Sales Soar In Fiscal 2010, First Profit Expected Next Year
   Sony's Hirai Hints At PSP2 Touch Controls, Touches On PSP Phone Rumors
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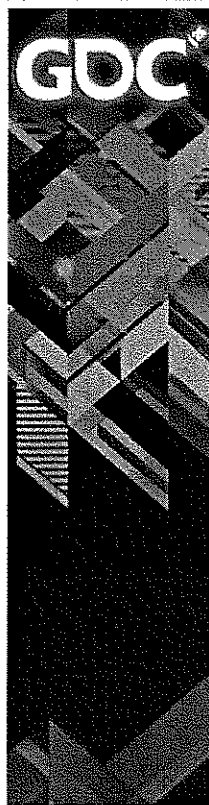
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20 Questions With Phil Harrison At DICE

By Michael McWhertor

🕐 Feb 8, 2007 11:30 AM

more about #ngaicroal

Joseph Olin is about to open up the discussion between Sony's Phil Harrison and Newsweek's N'Gai Croal, whom he refers to as "blogger extraordinaire". I'll be doing my best to keep up with the liveblogging.

Let's go straight into it.

Some people were saying these questions were written in advance. Phil has never seen these questions. Phil thanks for doing this.

Thanks for indulging our little experiment here. Just backstage he said can you give me a little steer at the first question, and he just laughed at me. We can't talk about two things, I'm told. We can't talk about things that affect the stock price and we can't talk about my personal life. Which I found strange. No questions about my jail sentence or my stint in rehab.

In North America the price of the PS3 is $500 and $600, what kind of games will you have that will convince gamers to buy in at that price point?

Plenty is the short answer. Something that we've done in Europe is social aspect gaming, Singstar has sold over 7 million units and we're developing Singstar in PS3. I did bring a PS3 with a couple of game demos on it. If Ngai asked a bunch of boring questions, we could just

play Motorstorm. We've got this concept of the Singstore, I can see a preview of the track, streamed off the server. Some of you will notice that we have background downloading now. [Applause]

You can save video performances.

[N'Gai points to the SingStar attract screen featuring a sunset.] Are those ducks flying by?

Yes, CELL rendered ducks. [Laughter.]

I can upload my video performance captured via a USB camera and other users can rate and review my performance. Thanks for letting me show this.

Do you have any examples of a users homepage?

You can see user info, themed weeks, who's the best Elvis singer this week. We call this "my SingStar", you can imagine this applying to a lot of products and services.

Do you think that kind of interface should be done on a game basis or on a higher level, like the friends section of the XMB?

This is I think the best integrated example we have. We do need to expose this to that layer of the XMB. We have some initiatives to move to that.

Many developers have said that Microsoft's support of development, from documentation to tools, has been better than Sony's. How does Sony plan to narrow this gap?

We can always provide better tools, documentation, service. I think its a myth that we provide documentation in Japanese. Many components were made all over the world. The CELL was made in Austin, Texas. We did in the past, in the PS1 days, work with Japanese documentation and translated docs from Japanese to English. We can always do better, its not something under my management, but we need to take those comments on board.

Programmers feel that while Sony platforms have more power, they feel that coding for them is generally a pain in the ass?

PlayStation One was the first platform to ship with an integrated OS, that integrated library, where we extracted the developer from the metal. They said, we want to work directly with the system. On PS2 we gave them access, they said no, we want the OS again! We want that abstraction. We are always struggling to get that right.

I think David Jaffe put it well, "You can have a development environment that does everything for you, but it will abstract you so much that you won't be able to get the full power of the machine."

The programmers that do the best work are the ones that like to get the deepest into the technology. That's why I think we have the right approach with the CELL design.

When Ken Kutaragi announced a PS3 worldwide release date in 06, why did Japanese developers still get special treatment in the form of dev kits?

That's not true. The first dev kits that were purely CELL based went to American developers.

I stand corrected.

EA also got a head start on dev kits. When is there going to be equal footing for all developers?

There was no preferential treatment. Some of the EA folks drove up from Redwood to get theirs from the office, so maybe they got them a little faster. [Phil defers to EA dev in the crowd for clarification.]

[Croal summarizes the audience member's comments] In his opinion he thinks the dev kits were equally distributed this time around.

The major distinction between PS2 and Xbox was that Xbox Live was superior than the roll your own approach Sony took with the online experience. Why didn't the PS3 online service match Xbox Live?

The day you buy the console is the start of a long term relationship that will evolve over time. The chipset stays the same, but the software will change over time. The features we have for delivering online content today, which are free of charge, are an open platform for developers to customize as they see fit. We'll add features over time.

My friends at Redmond say you can't offer the feature set because it's free.

No that's not true. While it may be free to the consumer, we know there are revenue streams for us to earn in other ways. We have a number of things that we'll announce shortly that will add clarity to that statement.

What do you see as the key features of Xbox Live and what is Sony's timetable for meeting those features?

PlayStation 3 shipped with content that delivered a pretty compelling online experience. Resistance 40-player multiplayer on day one was amazing. Thanks, Ted. Motorstorm is shipping in the next few weeks and someone has said that twelve player races in Motorstorm is as much fun as humans should be allowed to have with their clothes on.

What's the timetable for some of those features to the PSP?

We've got some interesting plans that we want to share at the right time.

Gabe Newell told Game Informer that "The PS3 is a total disaster on so many levels, I think it's really clear that Sony lost track of what customers and what developers wanted. 'd say, even at this late date, they should just cancel it and do a 'do over'. Just say, 'This was a horrible disaster and we're sorry and we're going to stop selling this and stop trying to convince people to develop for it.'"

It's a great quote.

He isn't the only developer who wanted me to ask you this. Why wasn't the launch postponed until many of the launch issues could have been resolved?

I have deep respect for Gabe's output, not so much for his comments in the press. He and his company have made two of the best games I've ever played. I have to ask this, though. By what measure is the launch unsuccessful? We had people lined up in stores in three continents for days. We sold everything we shipped into the marketplace. We continued to supply week after week. We have supplied more products in Japan, Asia and the US, and more software than we did for the PS1 and PS2. "What's wrong with this picture" is my view? We can always sell more, have more software.

The European launch is on track for the 23rd of March. The supply is on its way from China to European ports as we speak.

I just hope the Suez Canal doesn't get closed, otherwise we're all screwed.

When we announced the Emotion Engine, people said it would be too hot, too large, that we could never make it in high volume. People said the CELL would be too hot, it could never be made in volume. But we're exceeding targets.

Why do you think there's so much amneisa or skepticism in publishers and developers if that's the history?

I don't know. It baffles me. We haven't done a good enough job in sharing the issues with our stakeholders. But having said that, the challenges we had when launch PS1 and PS2 were quickly forgotten. I think we'll be the same on PS3.

With all the PSPs features why do you think it's taking so long for developers to create great, unique PSP expereinces?

I think we can go deeper, we can explore more capabilities of the machine, rather than borrowing trends in TVs and consoles.

What are you playing that's not on your platform?

Personal or professional? I've looked at many for competitive analysis. I was recently playing Loco Roco's next version. There's plenty of content on the PS3 and PSP to keep me entertained. Actually I've been playing a lot of this...

[Phil fires up duck demo. Super Rub A Dub.]

People say I have an unhealthy like of ducks. This is a title played entirely with the SIXAXIS. It requires no buttons. It will be available in a few weeks from the PlayStation Store.

One of the most powerful things about the PS3 is the "Install Other OS" option. It won't be Vista. It'll be Linux.

Do you have plans to have homebrew on the PSP?

The system doesn't really lend itself to having a secondary OS.

[N'Gai moves to questions from the audience.]

With Renderware off the market, and UE3 the de facto standard, is there any kind of alarm at Sony that you really need to start providing more compartmentalized tool sets?

Linux is for the non-professional game community, its not for games that will ship on the PlayStation Network or Blu-ray. It clearly takes time for developers to get all the functions of PS3, but if you look at Motorstorm, these distributed architectures work. As far as the rendering pipeline is concerned, there are other solutions besides Unreal Engine. If developers and publishers, don't want to use Unreal, don't buy it.

Time runs out, and Phil and N'Gai leave the stage. Now to hunt down Phil and ask about Killzone! Michael McWhertor

Contact information for this author is not available.

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News

E3: Kawanishi Talks Homebrew Linux PS3 Development
by Simon Carless

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May 12, 2006

In an intriguing turn of events, Sony executive Izumi Kawanishi has illuminated some of his company's PlayStation 3 Linux plans, indicating that it will be possible for individual 'homebrew' coders to create playable content for PS3, something actively blocked for Sony's PSP handheld.

In comments made to Japanese game website Impress Watch, and translated by GameSetWatch contributor Shou Suzuki, Kawanishi noted: "Because we have plans for having Linux on board [the PS3], we also recognize Linux programming activities... Other than game studios tied to official developer licenses, we'd like to see various individuals participate in content creation for the PS3."

It seems that Sony is happy to let basic application and game construction take place without access to the extremely sophisticated rendering and physics libraries available to licensors - Kawanishi further commented: "When a game studio enacts development on a PS3 by entering a license contract, SDK libraries... will be presented, and various technical support given. In contrast, when using Linux World on the PS3... support will fall to the lowest level required, and you must solve and work on things by yourselves."

Sony has previously made a Linux kit available with the PlayStation 2, but it is unclear whether any code created using PlayStation 3 and Linux will be freely spreadable and runnable via memory cards.

Additionally, Sony has not yet commented on whether it will only be possible to distribute this content via some kind of Sony-regulated online server, or only to fellow Linux coders, as was the case for PlayStation 2 Linux, which spawned a number of homebrew games. More information on the Linux coding opportunities for PS3 are likely to surface over the next few months, however.

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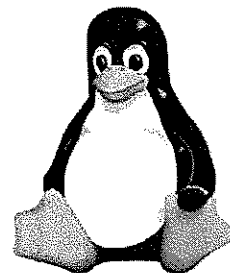
Sony answers our questions about the new PlayStation 3

By Ben Kuchera | Last updated August 18, 2009 5:25 PM

With the official announcement of the newly redesigned PS3 out of the way, John Koller, Sony's director of hardware marketing, sat down with us for a few minutes to answer our—and your—pressing questions about the hardware. Can you still change out your hard drive? Will there be a power brick? Let's find out.

Is this the standard system moving forward?

"This will be the hardware moving forward," Koller told Ars. "Right now with the 80GB we're selling down inventory, and this will replace that model." The 160GB system was always intended to be a limited-time deal. And if you want to buy right now, go ahead—Koller told us the price drop on systems on the store shelves now is effective immediately. We went to the phones to check on that, and most GameStops in our area were not aware there was a price drop in place.

The point is made, though. This isn't a slimmed-down model, or something that is going to be sitting next to the older systems for long. This is the new face of the PS3, and will soon be the only hardware configuration available at retail.

Can you still upgrade the hard drive?

"Yes, you can. It does not void your warranty. In fact, we encourage it," Koller told us. He explained that the drive is now located on the front of the system, not the side, and changing out your hard drive will still be easy. "It's a two-screw process," he explained.

Don't worry about being stuck with "just" an 80GB hard drive. The ability to install your own hard drive is still there, and Koller seemed enthusiastic about people modifying their systems in this way.

Will there be a power brick?

"This is a new power cable; it uses a third less power." Koller answered. He then listed the three big changes made to the hardware: the power consumption has been decreased, the cooling system has been redesigned, and the Cell processor has moved from a 65nm process to a 45nm process.

He also told us that there *will* be a power brick, although we can expect it to be small. He laughs when I ask about the power brick's size in relation to the 360's power supply. "It's nothing like that," he assured Ars. There will also no longer be a power button on the back of the hardware; it has instead been moved to the front. [**Update:** after watching a few unboxing videos, it actually *doesn't* look like they'll be a power brick. There must have been some confusion on this question.]

Why was the ability to install Linux removed from the system?

"There are a couple of reasons. We felt we wanted to move forward with the OS we have now. If anyone wants to use previous models and change the OS, they can do so." Koller said. "We wanted to standardize our OS."

Do we need to stop yapping about backwards compatibility?

"It's not coming back, so let me put that on the table," Koller says with an air of finality. But it's all people ever talk about!

"It's not as big as a purchase intent driver as you may be hearing," he claimed. "We've got such a substantial lineup of titles on the PS3; most people are buying the PS3 for PS3 games. They've buying it for PS3 games and Blu-ray movies."

"That won't be returning," he repeats.

How many logos does one system need?

There is the multicolored logo that has been with the PlayStation since the first system, the logo that even Koller referred to as the "Spider-Man Logo," and the new PS3 logo seen on the top of the new system. So which one should we be paying attention to?

"We're in the process of replacing the Spider-Man font to the PS3 logo. [The new design] will be the logo moving forward, that will be in place on the hardware and peripherals and software, starting with *Uncharted 2*."

The older PS logo on the front of the system has been changed from the multicolored design to silver. Koller says that decision was made to standardize the logo across all the territories the PS3 is sold.

Will Kmart be punished?

Koller laughs at the question. "I don't know what you're talking about!" he said. "We value all our retail partners. They just got a little excited."

Sony is likewise clearly excited about the new design of the system and the price drop. "We expect a material and substantial increase in sales and purchase intent," Koller told us. Is a $300 system with a smaller design enough to get gamers excited about the PS3? We'll see, starting in September.

EXHIBIT 8

Antal S. Herz
antal@mac.com

Experience

Digital Video Editor/Digital Supervisor, Freelance; California 2/2005 - Present

Supervised the transfer from analog film stock to digital asset of a feature film using an advanced and proprietary digital capture technique and custom hardware and software solution for Red Engine Productions, Los Angeles, CA. Currently providing Final Cut Pro capture, editing, rendering services on various projects.

Senior Analyst, Banc of America Securities; San Francisco, California 10/2000 - 10/2004

Provided market hours support for the Private Client Services Department of Banc of America Securities. Mission critical support for desktop hardware, applications, network connectivity to as many as 180 brokers and support associates. Additional duties included numerous product rollouts, rollbacks, hardware and operating system conversions for the entire user base. Supported users in satellite offices when needed. Provided Executive Support for senior executives. Provided off hours support involving remote access issues experienced by brokers in home offices and on travel using VPN and RAS over a variety of connections (dial-up, ISDN, DSL, T1, satellite broadband). Assisted in platform migration from Banc of America Securities to The Private Bank and Bank of America Investments and physical relocation of department from Transamerica Pyramid to new downtown location.

Computer Systems Engineer, National Energy Research Scientific Computing Center; Lawrence Berkeley National Laboratory, Berkeley, California 10/1998 - 8/2000

Provided business hours support as well as 24/7 emergency support for 150+ Macintoshes and PCs running various operating systems, including but not limited to Windows 95, 98, 98SE, NT 4.0 Workstation, Server, Enterprise Server, Windows 2000 Professional, Server, and Advanced Server, BeOS, Linux (Red Hat, LinuxPPC, Suse, as well as others).
Laptops and Desktops, on wired and wireless networks. Advised users on proper use of systems, selected software and hardware suitable to be implemented in our diverse advanced environment that includes, an IBM Supercomputer, a Cray supercomputer, a mass storage system and numerous high end network and computational assets. I was the only Full Time Engineer providing support for all of these assets. Also serving as a member of NERSC Security Team, providing guidance and collaboration on computer security issues. Also responsible for conducting security scans for all NERSC assets to ascertain vulnerabilities and close potential security holes.

Information Systems Troubleshooter (Contractor), BBH Advertising; San Francisco, California, 12/1997 - 1/1998

Retained 2 weeks prior to BBH's pitch to the Board of Directors, Levi Straus, Inc. Recommended and installed, configured and supported BBHís network at the location they were using prior to their presentation. Supervised installation of presentation system and prepared the demonstrations.

Information Systems Troubleshooter (Contractor), SoMa Living Store (Pacific Union Realty) ; San Francisco, California, 12/1997 - 2 /1998

Provided hardware and software installation and configuration for the grand opening of the SoMa Living Store, a new concept high-tech real estate office for potential home buyers and

renters. Informational kiosks were designed and configured to provide a way for customers to see which properties meet specifications that they might have. Also provided hardware recommendation, configuration and installation of an interactive agent and customer environment where a real estate agent assists in the search.

Information Systems Troubleshooter (Contractor), Illuminated Media; San Francisco, California, 12/1997 - 2 /1998

In addition to providing on call support and general consultation for this company's diverse Mac and PC 100/BT Web Development and digital audio and video environment, I served as their hardware and software consultant on several projects providing recommendations for hardware and software systems to use. Additionally, I configured and provided troubleshooting services on the finished products.

Technical Support, College/Pro Sports Xchange; Novato , California, 10/1997 - 10/1998

Perform administrative functions as well as providing on call technical support to over 300 college and professional sports writers. Sports Xchange operates three independent dial-up BBS that provide regional and league information to other writers as well as providing sports content to both CBS Sports and Fox Sports.

Technical Director, Lumens Studios; San Rafael , California, 8/1997 - 7/1998

Responsible for operation and management of a 20+ CPU-100BT Windows NT network used to produce a major television cartoon. Duties include monitoring and tweaking a 10+ CPU 3DStudio render farm and hardware and software support for all the animators high-end workstations.

Technical Support Manager, Metro.Net; Santa Rosa, California, 6/1996 - 7/1997

Supervised Macintosh & PC Support Technicians in providing troubleshooting assistance to ISP subscribers. Provided advanced troubleshooting assistance to national and international business customers for analog dialup, ISDN, Frame Relay. Responsible for training of new Technicians. Charged with creation of all new dial up and email account and web space activation. Responsible for requesting all new domain names from InterNIC. Responsible for requesting all domain modifications through InterNIC.

MHz Productions; Various, California, 1/1990 - 10/1998

Projects - ((Rewrote and provided technical assistance for a video driver for the fledgling Prodigy Online Service. ((Provided Computer Consultation for the University of California, San Francisco Medical School. ((Assisted in the organization and operation of one of the first "Electronic Town Hall Meetings" for Ross Perot's '92 Campaign. ((Assisted in the operation of several BBS systems, including Lincoln's Cabin BBS, a Mac and PC BBS that provided internet access and a GUI before the advent of modern ISPs. ((On-site training and troubleshooting for Regional Executive of Speedo . ((Connectivity troubleshooting and resolution services for Danskin Inc., San Francisco Office. ((Selected by Hewlett Packard to beta test and assist in development of Dashboard v2.0, the Windows Program Manager replacement.

Skills

DOS & Windows Experience - DOS since v1.0/Windows since v1.03 through Windows 7 ((Macintosh Experience - From the 128K to the Intel-based Macs - System Software 1.0 through OS X 10.6.X (Other OS/OE Experience, Unix, Linux, OS/2, GeoWorks, NextStep) 25 years of computer experience, up to date knowledge of hardware, software and industry trends

Jon Huber

jhuber@utk.edu

EDUCATION:

Doctorial Candidate, Engineering Science
The University of Tennessee, Knoxville
(anticipated August 2012)

Research includes *micro-fabrication, bio-compatible capacitive sensors, and macro and micro-fluid production of radiochemical compounds. (Advisor: Dr. Mohammad Mahfouz)*

Ronald Nutt Distinguished Fellow Recipient (2009, 2010)

M.S. Engineering Science
The University of Tennessee, Knoxville
(2003)

Thesis:
Development and Verification of Structural and Particle Dynamic Matlab Analysis Applications

B.S. Engineering Science (Bio-medical Engineering Concentration)
The University of Tennessee, Knoxville
(1998)

2009 - 2010 RESEARCH PROJECTS:

- Created an image processing algorithm that includes morphing and edge effects to segment cross flow scoring on the finger tip from the radial ridges and valleys. This method improves automated fingerprint classification.

- Developed and applied microcontroller programming, circuit design, and capacitive sensor array geometry for *a Pedobarographic Shoe Sensor for Center of Pressure and Gait Analysis* and *a Breast Phantom to Train Residents for Deep Pressure Manual Exams.*

- Theory and Application of *a Battery Powered, Portable Pulser-Receiver Module for Ultrasound Imaging.* The desired final product is a wearable ultrasound module with real-time bio-mechanics tracking for clinical studies.

- Mobile Blood Separation for the Battlefield. Reviewed state-of-the-art methods to separate whole blood into red blood cells, platelets, and plasma and determined the feasibility of a portable system that can process 450 mL of whole blood in 60 minutes.

WORK EXPERIENCE:

Product Development Engineer   ***Advion Bioservices***
                                                                     Knoxville, TN   (February 2008 – April 2009)

- Determined hardware, software, and process controls for a microfluidic chemistry research system (Nanotek LF).
- This product serves the microfluidic radio-pharmaceutical for positron emission tomography research market.

Senior Design Engineer   ***Atlantic Research Corporation***
                                                           Knoxville, TN   (September 2000 – January 2008)

- Supplied automotive airbag inflators which utilized hybrid (stored gas and propellant) rocket motor technology.
- Designed components and assemblies to improve inflator performance and manufacturability.
- Developed inflators in the R&D department and transitioned products from concept to production.
- Specialized in high pressure (+20 ksi storage pressure), high structural stress (+100 ksi UTS steel) applications.

Graduate Teaching Fellow   ***The University of Tennessee, Knoxville***
                                                               Knoxville, TN   (June 1998 – August 2000)
                                                                                       (June 2002 – August 2003)

- Instructed freshmen engineering curriculum (Statics and Dynamics) through the College of Engineering.
- Teaching emphasis was placed on practical and hands-on applications in the areas of drafting, computer programming and engineering mechanics.
- Responsibilities also included the development and coordination of classroom lectures, team projects, and laboratory experiments.

CERTIFICATIONS:

Radiation Safety Training	(2008)	Cosmos/Works Finite Element Software	(2001)
Design for Six Sigma - Black Belt	(2004)	Transportation of Hazardous Materials	(2001)
SolidWorks	(2002)	Fundamentals of Engineering	(1999)

1

Jason Baker

1289 16th St. NE, Grand Forks, ND, USA
701-775-7344
jwbaker@us.ibm.com

Summary

I am a 40 year old computer technician from Grand Forks, ND. I grew up in Minneapolis and moved here in 1991 to go to college. I married a local resident in 1992 and have been living here ever since. We have 3 kids who keep us extremely busy.

Education

University of North Dakota
1991 - 1995
worked towards BS Majoring in Aviation

Osseo Sr. High School
1985 - 1989
HS Diploma

Work Experience

IBM, Grand Forks, ND
1996 – Present
Systems Support Representative
♦Provide hardware preventive maintenance and repair services
♦Mentor other SSR's to provide cross-training.
♦Understand client needs and deliver appropriate solutions.

Big Wheel/Rossi,Grand Forks, ND
1994-1996
Assistant Manager
♦Manage the store in the absence of the Store manager.
♦Balance registers and make bank deposits.
♦Assist in training new hires.

Sears, Grand Forks, ND
1991 – 1994
J8 - Installer
♦Install tires and batteries.
♦Manage battery room and tire stock.
♦Performed alignments, brake jobs and electrical diagnostics.

Interests

♦Enjoy building and repairing computers. I especially enjoy participating in shared resource (or grid) computing such as Berkeley's BOINC, SETI, IBM's Word Community Grid, or Stanford's Folding @ home. I would like to try my hand at programming, but time has a way of escaping me these days. I also am trying to become more fluent in Linux, as I believe open-source is where the industry is headed.

♦Am very active in our church, participating in the parish choir and bell choir for many years. I also have served 2 terms as Evanger Lutheran Church council president, two terms as Grand Forks Rural Lutheran Parish board president and multiple terms as Trustee and Deacon.

♦My most important interest is my children. I love spending time with them and participating in any activity they are a part of. This past year I have had the pleasure of attending my oldest daughter's Grand Cities Children's Choir concerts since she got accepted into this prestigious program this year.

♦My son Peter, was diagnosed with Autism 5 years ago. I have been very engaged in learning all I can about the condition and new therapies and treatments. I have also been heavily involved in advocacy work and awareness of the disorder, travelling to Washington DC for an awareness rally and meeting with both our US Senators: Byron Dorgan and Kent Conrad, and our US Congressional Representative, Earl Pomeroy.

Certifications

♦Private Pilot

♦ASE – Automotive Brakes, Steering and Suspension

♦Aplus certified PC technician

♦Cisco certified TPM

♦NetApp certified TPM

Elton A. Stovell

3865 Settineri Lane ● **Spring Valley, CA 91977** ● **858-752-0320** ●ninehaven@yahoo.com

TECHNICAL SUMMARY

Windows (XP, 2000, Vista, 2008, Win 7), Redhat Enterprise, SUSE, CentOS, Irix, Solaris, AIX, Oracle, FLEXlm, Securelink, VNC, Apache, and MPI

PROFESSIONAL EXPERIENCE

Senior Technical Support Specialist   **9/2007 to current**

Accelrys, Inc.

San Diego, CA

Accelrys Inc. is the leading provider of scientific informatics software for life sciences, chemical, and materials research and development.

- Provides world wide installation, licensing and administration support for Accelrys scientific software in a multi-platform, server/client environment via email, phone, and onsite visits.
- Provides technical training for internal staff and customers.
- Functions as the liaison between customers and research/development staff.
- Creates technical resolution documents for in-house knowledge base.
- Documents and tracks customer support cases using Salesforce.

Technical Support Specialist   **1/1999 to 3/2006**

Accelrys, Inc.

San Diego, CA

- Provided customer and in-house technical support for more than 100 of Accelrys's scientific applications on the Windows, Linux, and Unix platforms.
- Support includes the installation, licensing, and administration of all products, diagnosing and troubleshooting customer installation environments, configuring client/server applications, and analyzing network issues.
- Extensive phone, email, and, remote desktop sharing support. Kept track of all incoming service requests and their resolutions.
- Worked with in-house scientists and developers to resolve user/software issues.
- Maintained a stable test environment on a dozen or so computers for QA testing, reproducing issues/bugs, and reviewing new product.
- Participated in a several company wide software implementation projects.

Peheriphials Sales Associate   **5/1995 to 2/1997**

Micro Center

Boston, MA

Micro Center is nation wide computer retail store.

- Computer peripherals Sales and customer service.
- Storewide Technical Support
- Merchandising and maintaining computer demo stations

EDUCATION

Boston Technical High School   **1992**

REFERENCES

- Available upon request

Anthony Ventura, MS, DABR

332 Grant Ave • Palo Alto, CA 94306
(650) 391-8371 • amventura@gmail.com

WORK HISTORY

Kaiser Permanente, Santa Clara, CA   **Oct 2008 – Present**
  Medical Physicist
- Serving as Lead Brachytherapy Physicist

James Haley VA Hospital, Tampa, FL   **Aug 2007 – Oct 2008**
  Medical Physicist
- Serving as interim Chief Physicist beginning Dec 2007
- Supervising 4 Dosimetrists and 2 Jr Physicists
- Overseeing the treatment of 70+ patients on 2 Varian Clinacs with MLC and Portal imaging

Methodist Healthcare, Memphis, TN   **Mar 2003 – Sept 2007**
  Medical Physicist
- IMRT/3D planning
- HDR including Mammosite
- Prostate seed implant
- Gamma Knife SRS
- Linac/HDR quality assurance and calibrations
- Chart reviews
- Intravascular cardiac brachytherapy
- Gliasite intracranial brachytherapy

St. Jude Children's Research Hospital, Memphis, TN   **Sept 2002 – Mar 2003**
  Junior Medical Physicist
- 3D conformal radiation therapy planning
- Quality assurance checks of linear accelerators and simulation machines
- Assisted in the calibration of linear accelerators

  Medical Physics Intern   **Summer 2001, 2002**
- Received training in 3D conformal radiation therapy planning
- Developed radiation therapy software for clinical use

EDUCATION

University of Memphis, School of Physics, Memphis, TN   **2000 – 2002**
  Degree earned: M.S. Physics
    Instructed and graded Physics II and Conceptual Physics laboratories

Christian Brothers University, Memphis, TN   **1993 – 1997**
  Degree earned: B.S. Electrical Engineering

ACHIEVEMENTS AND TRAINING

  ABR Certification in Therapeutic Medical Physics, 2007
  Gamma Knife Radiosurgery Course, University of Pennsylvania, 2006
  Physics Short Course: Calibrations, MD Anderson, 2004

PUBLICATIONS

V Y Kuperman, A M Ventura, and M Somerfield: Effect of radiation protraction in intensity-modulated radiation therapy with direct aperture optimization: a phantom study.
Physics in Medicine and Biology, 53 (2008) 3279–3292